

POKÉMON™

TRADING CARD GAME



2-Player trainer kit



STARTER RULES



WARNING: CHOKING HAZARD
Small parts. Not for children under 3 years.

This product contains a small plastic coin and cardboard sheet of counters. Both the coin and counters, when removed from the cardboard sheet, are potential choke hazards and should be kept away from children under the age of 3.

ATTENZIONE: PERICOLO DI SOFFOCAMENTO
Contiene piccole parti. Non adatto per bambini al di sotto dei 3 anni.

VORSICHT: ERSTICKUNGSGEFAHR
Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren.

ATENÇÃO: "Não recomendável para menores de 3 anos por conter partes pequenas que podem ser engolidas".

ADVERTENCIA: PELIGRO DE ASFIXIA
Contiene piezas pequeñas. No apto para niños menores de 3 años.

Attention: Ne convient pas aux enfants de moins de 3 ans. Contient de petites pièces qui peuvent être avalées.

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What Are Pokémon Cards?

Pokémon cards represent Pokémon characters that you can use in the Pokémon Trading Card Game. As a Pokémon trainer, your task will be to use these Pokémon to defeat your opponent's Pokémon.



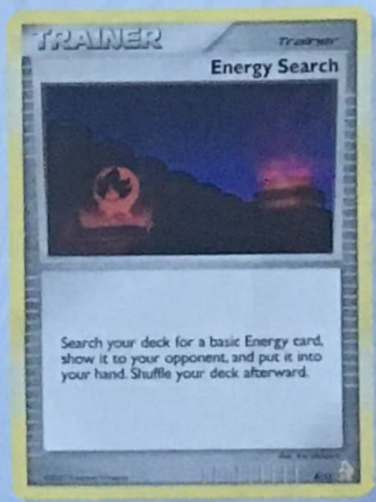
Basic Pokémon

Basic Pokémon are the starting Pokémon. Players can only start the game with Basic Pokémon, and some can evolve into stronger Stages later. A Basic Pokémon will need the right Energy cards attached to it, in order to use its attacks.



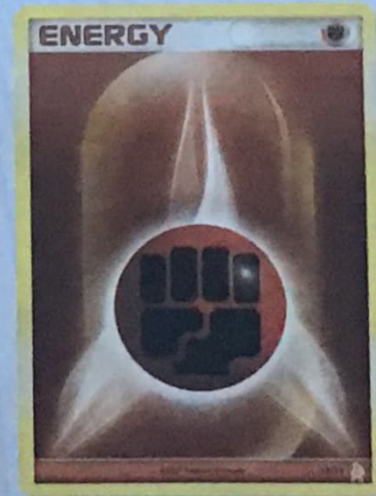
Evolution card

Evolution cards are the advanced forms of Basic Pokémon. To evolve a Pokémon, place the correct Evolution card on top of the earlier Stage Pokémon. An evolved Pokémon will typically need more Energy cards than Basic Pokémon to use their more powerful attacks.



Trainer card

Trainer cards provide a boost for players and their Pokémon. These cards can let you search your deck for the card you need, or help your Pokémon in play.



Energy card

Energy cards give your Pokémon the energy it needs to fight or to retreat to the Bench.

Pokémon Card Anatomy

All Pokémon cards have the same kinds of information. Some parts of a card are important for game play, while other parts help to organize your collection.

Collecting Pokémon

Collecting Pokémon can be just as fun as playing the game. You can sort your cards in a variety of ways—by artist, card number, Evolutions, type of Pokémon, and more!

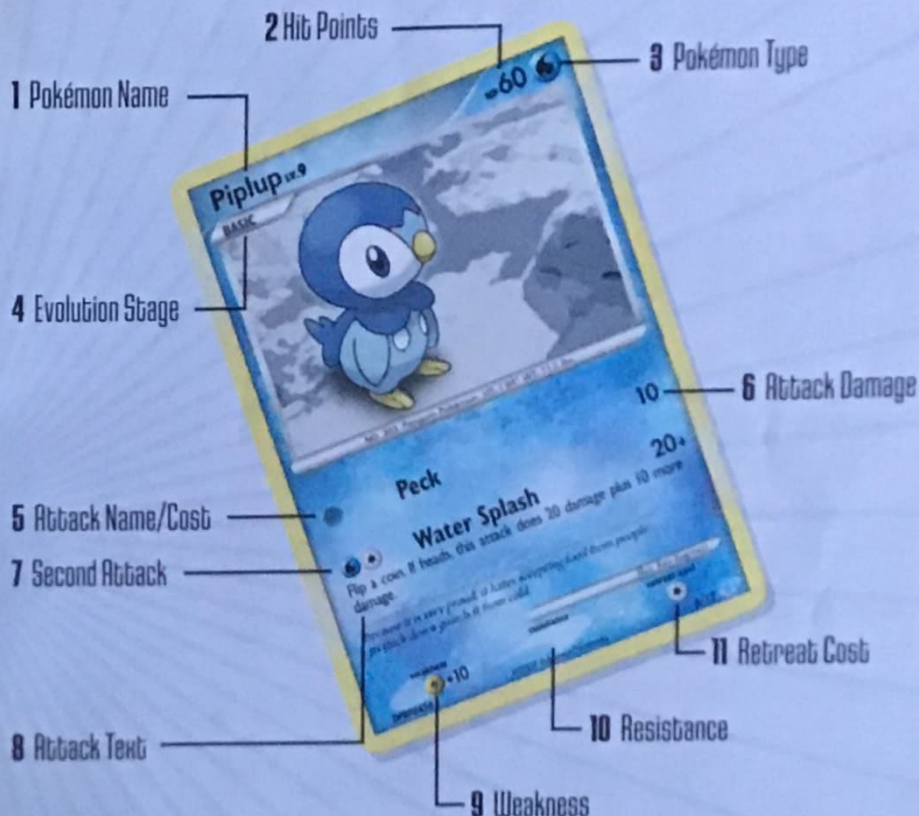
Another way to arrange your cards is by expansion set. For many enthusiasts, the parts in the lower right-hand corner are the most important bits of information: expansion set, rarity, and card number. Those collectors don't feel like their job is complete until they've found them all!



- Illustrator
- Expansion Set Symbol
- Rarity
- Card Number

Basic Pokémon-Game Play

Piplup is a good Basic Pokémon. It doesn't need any Energy for its first attack, and 60 HP means that it will be able to battle for a while. We'll talk about Weakness and Resistance in the Advanced Rules on page 25.



- 1 This is the Pokémon's name
- 2 This is how many HP the Pokémon has. It can take that much damage before getting Knocked Out
- 3 Each Pokémon has an Energy type
- 4 This shows the Evolution stage
- 5 The first attack and its attack cost
- 6 The first attack's damage
- 7 The second attack and its cost
- 8 A description for the second attack
- 9 The Pokémon's Weakness, if any
- 10 The Pokémon's Resistance, if any
- 11 The cost to retreat the Pokémon

Evolution Card—Game Play

Evolution cards are the advanced forms of Basic Pokémon. To evolve a Pokémon, you place the correct Evolution card on top of the earlier Stage Pokémon.

This is a picture of an Evolution card that is put on top of the player's Riolu.

Evolution cards build upon the previous Evolution stage. A Stage 1 can be placed on top of a Basic Pokémon. A Stage 2 Pokémon can be placed on a Stage 1 Evolution.

Evolution cards are very similar to Basic Pokémon. The difference on the card is where it says "Stage 1" or "Stage 2," instead of Basic. Also, next to the Evolution Stage, there is a picture of the Pokémon that it evolves from.

Some Pokémon don't have any Evolutions, while other Pokémon can evolve to a Stage 1 Evolution or Stage 2 Evolution.



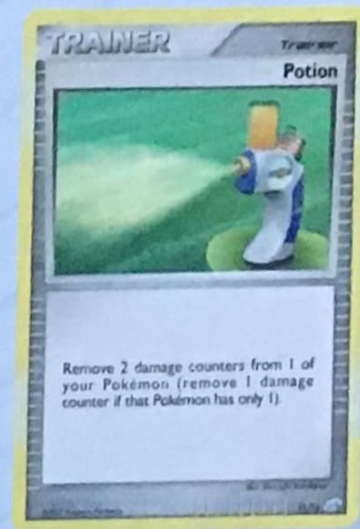
Examples of Evolutions



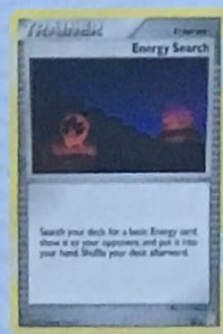
Trainer Card

Trainer cards provide a boost for players and their Pokémon. These cards can let you search your deck for the card you need or help your Pokémon in play. Some Trainer cards have extra rules just for them, but those rules will be written on the card.

The Potion Trainer card lets you heal your Pokémon by removing 2 damage counters. After you play Potion from your hand and remove the damage counters, discard the Potion card to your discard pile.



Different Trainer Cards



Pokémon Type and Energy Type

Pokémon Type

Every Pokémon has a symbol in the upper right-hand corner of the card for the Pokémon's type. A Pokémon will generally need an Energy of its own type to use an attack, but not always.



Energy Type

There are 8 different basic Energy cards. Any kind of Energy can count as a ★ Energy. There are also Special Energy cards, which have extra effects when attached to Pokémon.



Special Energy Cards



What's Pokémon Battle?

Let's Learn How to Attack!

1 Look at the card

Each attack has a cost listed on the left-hand side of the card. The attack cost is paid with Energy attached to the Pokémon. If you don't have enough Energy or the correct kind of Energy, you can't use that attack. And if you can't use any of your attacks, or don't want to, tell your opponent that you're done with your turn.

This attack needs at least 1 of any Energy to use.



This attack does 10 damage to the Defending Pokémon.

2 Get ready to use the attack

If you have enough Energy to use at least one of your attacks, tell your opponent that your Pokémon is attacking. Choose the attack name next to the attack you want to use. If you have enough Energy to use more than one attack, you'll have to choose just one. The attack's damage is listed on the right-hand side of the card—a bigger number means that it does more damage to the Defending Pokémon. Choose the attack wisely! Some Pokémon have more than one attack. Some attacks can require multiple Energy cards. Check to see if you have enough of the right Energy on your Pokémon to use the attack.

OK!

You can attack.



NO!

You can't attack because you don't have the right Energy type.



3 Attack!

Next, let's figure out how much damage your Pokémon will do. You used the Low Kick attack, which does 20 to your opponent's Defending Pokémon, Goldeen. Your opponent puts 1 damage counter on his or her Pokémon for every 10 damage that your Pokémon did.

A Pokémon is Knocked Out if it has too many damage counters. Count the number of damage counters on the Pokémon, and then check how many HP the Pokémon has. Each damage counter is 10 HP against the Pokémon's maximum HP. When a Pokémon is out of HP, discard that Pokémon and the Energy cards attached to it (if any).

Attacking Pokémon



Defending Pokémon



Knocked Out if out of HP
This attack does 20 damage.
(Put 2 damage counters on the Defending Pokémon.)

4 How do you win?

Every time you Knock Out your opponent's Pokémon, you collect one of your Prize cards that you set aside at the start of the game. If you collect all of your Prize cards, you win!

You can also win the game by Knocking Out your opponent's last Pokémon. Finally, you can win if your opponent's deck is out of cards at the beginning of his or her turn.

What Do You Need for Pokémon Battle?



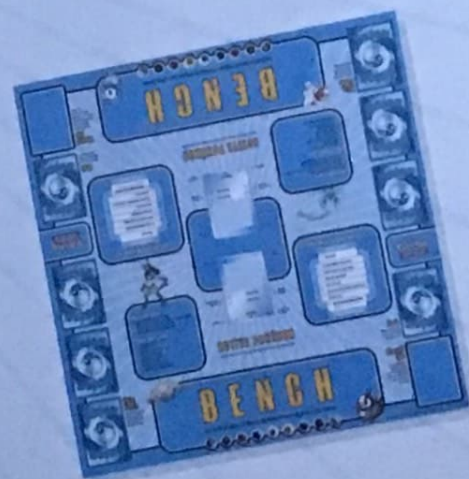
◀ An opponent and a deck of Pokémon cards for each player

Some damage counters ▶



◀ A coin

A playmat (optional) ▶



Game Preview

This is a basic set-up for the game. Your game will look similar to this.

Active Pokémon

Hand

Benched Pokémon

Deck

Discard Pile

Bench

Prize Cards



Starting a Game

1 Shake hands with your opponent

When you start a game, shake hands with your opponent. It is important to show respect for your fellow Pokémon players.

2 Shuffle your deck



3 Draw your starting hand of 7 cards

If you don't draw any Basic Pokémon, shuffle your hand back into your deck, and draw cards again.

4 Ready an Active Pokémon

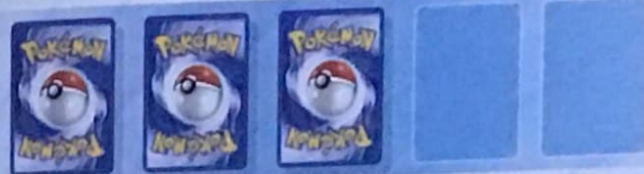
Each player secretly chooses a Basic Pokémon from his or her hand and places it in front of that player face-down, in the Active Pokémon spot on the playmat.

Active Pokémon



5 Assign Benched Pokémon

Each player decides how many other Basic Pokémon he or she wants to put on his or her Bench from that player's hand, and puts those Pokémon face-down on the playmat.



6 Set aside Prize cards

Each player sets aside 3 Prize cards from the deck into the Prize card area.

7 Flip a coin to see who goes first

The player who wins the flip goes first.



Active Pokémon



8 Reveal all Active and Benched Pokémon

Once the game is ready to start, all of the Pokémon are turned face-up.



Basic Pokémon on Bench

What You Can Do During Your Turn

You may do steps 2 through 7 in any order, and you are never required to do any of those actions. (see STARTER RULES pages 19-21 for details)

Beginning of Your Turn

1 Draw a card

2 Put a Basic Pokémon onto your Bench

3 Attach 1 Energy card to your Pokémon

4 Evolve any of your Pokémon

5 Play Trainer cards

6 Retreat your Active Pokémon if it becomes hurt

7 Use Poké-Powers

8 Attack with your Active Pokémon

If you cannot attack, tell your opponent your turn is over.

Now It's Your Opponent's Turn

1 Draw a card

Start your turn by drawing a card and putting it into your hand. There is no limit to how many cards can be in your hand. You can draw only one card during this step.

2 Put a Basic Pokémon on your Bench

Take a Basic Pokémon card from your hand and put it face up on your Bench. If your Active Pokémon gets Knocked Out, replace it with a Pokémon from your Bench right away, or you lose the game! You can put any number of Basic Pokémon on your Bench in a turn, to a maximum of 5 Pokémon on your Bench at any time.

Active Pokémon



Basic Pokémon on Bench

3 Attach 1 Energy card to 1 of your Pokémon

Take an Energy card from your hand and put it under one of your Pokémon in play. You can play only one Energy card each turn.



Attach Energy to Pokémon

4 Evolve your Pokémon

If you have a card in your hand that says "Evolves from Piplup" and Piplup is a Pokémon you already have in play (as your Active Pokémon, or as a Benched Pokémon), you may play that card in your hand on top of Piplup. This is called "evolving" a Pokémon.

You may evolve a Basic Pokémon to a Stage 1 Pokémon, or a Stage 1 Pokémon to a Stage 2 Pokémon. When a Pokémon evolves, it keeps all cards attached to it (Energy cards, Evolution cards, etc.) and any damage counters it might already have, but the old attacks, Poké-Powers, and Poké-Bodies of the Pokémon it evolved from go away.

You can evolve any number of Pokémon in a turn, except for the following rules:

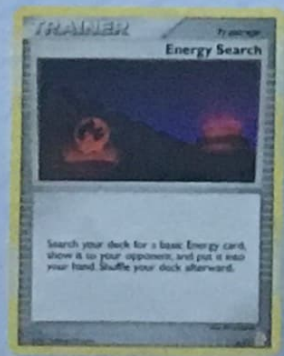
- You can't evolve the same Pokémon more than once in a turn.
- You can't evolve a Pokémon the turn it was played.
- You can't evolve a Pokémon on your first turn of the game.

5 Play Trainer cards

When you play a Trainer card, do what the card says, then put it face up in the discard pile. You can play any number of Trainer cards in a turn. As a special rule, the starting player can't play any Trainer cards on his or her first turn.



Piplup Evolves



Trainer Card

6 Retreat Your Active Pokémon

If your Active Pokémon has lots of damage counters on it and is close to being Knocked Out, you might want to retreat it and bring in one of the Pokémon on your Bench to fight instead. To retreat your Active Pokémon, you discard one Energy from it for each Energy symbol in its Retreat Cost, in the lower right-hand corner of the card. Then, switch it with a Pokémon from your Bench. Keep any damage counters, Evolution cards, and Energy cards (other than the ones you had to discard) with the 2 Pokémon when they switch. If you retreat, you can still attack that turn with the new Active Pokémon. You can retreat once each turn.



Retreat Cost

7 Use Poké-Powers

Some Pokémon have special "Poké-Powers" that they can use when they are in play. (Remember, Benched Pokémon are "in play," too, so they can use Poké-Powers, if they have any.) Each Poké-Power is different, so read carefully to see how each Power works. You can play any number of Poké-Powers in a turn.



Poké-Power

8 Attack with your Active Pokémon

The last thing you do in your turn is attack. If your Pokémon can't attack, or you don't want to attack, your turn is now over. The attack steps are listed on page 10. You can attack once each turn.

After Your Turn

After you've finished your turn, it becomes your opponent's turn. Stay focused on your goal—Knock Out their Pokémon, while keeping your Pokémon around as long as possible.

Play the Basic Game

Once you've finished your first game, play the decks again. Each game is slightly different, because of what cards you draw and when. If you want a challenge, try switching decks with your opponent, and learn how that deck plays.

Playing the Whole Game

The regular game becomes more exciting by adding more possibilities to the game. Once you've mastered the basics with the Trainer Kit decks, play the game with the regular rules—they're not that much different!

- Each player uses a 60-card deck, allowing more variety of cards in a deck.
- At the start of each game, each player sets aside 6 Prize cards instead of 3.
- Use the additional game play rules found on pages 24-27 of this rulebook.

Poké Dex: Lucario & Manaphy

Lucario

Aura Pokémon

Height: 3'11"

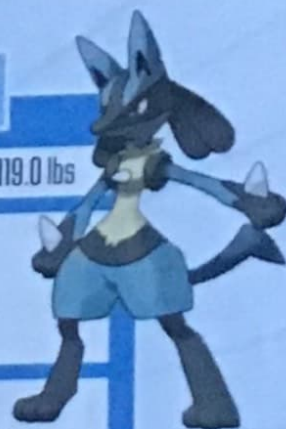
Weight: 119.0 lbs

Diamond

It has the ability to sense the auras of all things.
It understands human speech.

Pearl

By catching the aura emanating from others, it can read their thoughts and movements.



Manaphy

Seafaring Pokémon

Height: 1'00"

Weight: 3.1 lbs

Diamond

Born on a cold seafloor, it will swim great distances to return to its birthplace.

Pearl

Water makes up 80% of its body. This Pokémon is easily affected by its environment.

Using the Advanced Rules

Supporter cards and Stadium cards

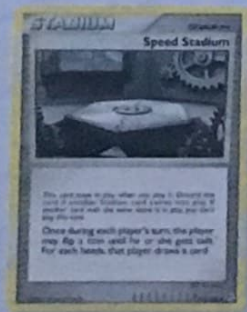
Supporter cards

Supporter cards are similar to Trainer cards. They're a little more powerful than Trainer cards but have the extra rule that you can only play one during your turn. Supporter cards have the same rule that Trainer cards have—the starting player can't play any Supporter cards on his or her first turn.



Stadium cards

Stadium cards are special battle arenas that stay around after you play them. They have a variety of effects, changing how you and your opponent play the game. There can only be one Stadium in effect at a time, so if your opponent plays one, your Stadium in play will be discarded! Just like Trainer cards and Supporter cards, the starting player can't play any Stadium cards on his or her first turn.



Weakness and Resistance

Weakness

Every Pokémon has an Energy type. This symbol is located in the upper right-hand corner of the card. Most Pokémon will also have a Weakness to a Pokémon type. A Pokémon's Weakness is found in the lower left-hand corner of a Pokémon card.

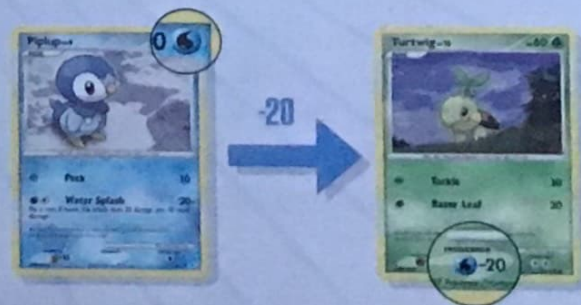
If the Defending Pokémon has Weakness to the Attacking Pokémon's type, the Defending Pokémon takes extra damage from that attack. How much extra damage? Check out the number right next to the Defending Pokémon's Weakness in the lower left-hand corner of the card!



Resistance

Some Pokémon may have a Resistance to a Pokémon type. A Pokémon's Resistance is shown at the bottom of the card.

If the Defending Pokémon has Resistance to the Attacking Pokémon's type, the attack does less damage, based on the number next to the Defending Pokémon's Resistance. (If the damage is reduced to 0 or less, the attack doesn't do any damage.)



How Do Special Conditions Work?

Some attacks cause the Defending Pokémon to be Asleep, Burned, Confused, Paralyzed, or Poisoned. These conditions are called "Special Conditions." They do not happen to a Benched Pokémon, only to an Active Pokémon—in fact, if a Pokémon goes to the Bench, all Special Conditions are removed from the retreating Pokémon. Evolving a Pokémon also removes Special Conditions.

Poisoned

If a Pokémon is Poisoned, put a "Poison marker" on it to show that it is Poisoned.

As long as it is Poisoned, place a damage counter on the Pokémon after each player's turn (both yours and your opponent's).

If an attack would Poison a Pokémon that is already Poisoned, it does not get doubly Poisoned; instead, the new Poison condition replaces the old one. Make sure whatever you use for a Poison marker looks different from a damage counter and the Burn marker.

A Poisoned Pokémon can retreat to the Bench normally, where it loses all Special Conditions.

Burned

If a Pokémon is Burned, put a "Burn marker" on it to show that it is Burned.

As long as it is Burned, flip a coin after each player's turn (both yours and your opponent's).

- If tails, place 2 damage counters on it. (Ignore Weakness and Resistance.)

If an attack would Burn a Pokémon that is already Burned, it does not get doubly Burned; instead, the new Burn condition replaces the old one. Make sure whatever you use for a Burn marker looks different from a damage counter and the Poison marker.

A Burned Pokémon can retreat to the Bench normally, where it loses all Special Conditions.



Poison Marker



Burn Marker

Asleep

If a Pokémon is Asleep, it can't attack or retreat. When a Pokémon becomes Asleep, turn it sideways to the left, showing that it is Asleep.

After each player's turn, flip a coin (both yours and your opponent's).

- On heads, the Pokémon wakes up (turn the card back right-side up).
- On tails it is still Asleep, and you have to wait until after the next turn to try to wake it up again.

Paralyzed

If a Pokémon is Paralyzed, it can't attack or retreat. Turn the Pokémon sideways to the right, showing that it is Paralyzed. If an Active Pokémon is Paralyzed, it recovers after its player's next turn. Turn the card right-side up again. (Essentially, if your Pokémon gets Paralyzed, it will be out of action on your next turn, and then it will be okay again.)

Confused

If a Pokémon is Confused, you have to flip a coin whenever you try to attack with that Pokémon. Turn your Confused Pokémon with the top of the card pointed toward you to show that it is Confused.

When you attack with a Confused Pokémon, flip a coin.

- If you flip heads, the attack works normally.
- If you flip tails, put 3 damage counters on your Pokémon, and the attack ends. (The Confused Pokémon gets 3 damage counters even if its attack normally does not do damage. Don't apply Weakness and Resistance for damage counters.)

A Confused Pokémon can retreat to the Bench normally, where it loses all Special Conditions.

Multiple Special Conditions

If a Pokémon is Asleep, Confused, or Paralyzed, and a new attack makes it Asleep, Confused, or Paralyzed, the first condition is removed, and only the new one counts. (Turn the card in the appropriate direction.) If a Pokémon has Burned or Poisoned markers on it, these markers aren't removed by other Special Conditions. (A Pokémon could be Poisoned, Burned, and affected by one of the other Special Conditions, all at the same time.)

Need Help Playing a Game?

For game play help, strategies, rulings, or tournament information, visit our website at:

www.go-pokemon.com

For other general customer service issues:

E-mail: customerservice@pokemon-tcg.com

Phone: 425-274-4855 U.S. and Canada

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Credits

Original Japanese Game

Producer: Tsunekaz Ishihara

Director: Takumi Akabane

Original Game Design: Tsunekaz Ishihara, Kouichi Ooyama, and Takumi Akabane

Game Development: Takumi Akabane, Daisaku Nishida, and Yukinori Torii

Art Direction: Milky Isobe

Typesetting and Layout: Hideyuki Nakajima

Rulebook Writing & Editing: Takumi Akabane

Project Coordination: Masamichi Anazawa

Special Thanks To: Satoshi Tajiri, Ken Sugimori, GAME FREAK inc.

English-Language Version

Pokémon USA, Inc.

General Manager: Kenji Okubo

Production Director: Larry Weiner

Project Coordination: Yasuhiro Usui

Production Coordination: Russ Foster

International Brand Director: René Flores

Translation: Rustuko Noda

Game Development: Mike Fitzgerald, with Jimmer Sivertsen and Yasuhiro Usui

Revised Rulebook Writing: Jimmer Sivertsen

Editing: Michael G. Ryan

Art Direction: Rick Achberger

Graphic Design: Rick Achberger, Kumi Okada

Card Typesetting: Roy Kauffman

Special Thanks To: PUI Seattle, PUI NY, The Pokémon Company, and Nintendo of America Inc.



Are You Ready for Some Fun?

Where can you play the Pokémon Trading Card Game, earn prizes and rewards, and make new friends at the same time? Pokémon Organized Play—it's organized fun!

And if you sign up for a "My Pokémon" account, you can earn cool prizes through the Player Rewards Program!

To find out more, check online at

www.go-pokemon.com

